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Realistic Sports Games Today!

GENESIS™

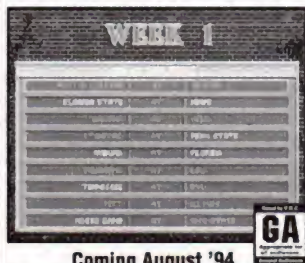
NBA ACTION™ '94



WORLD SERIES® BASEBALL



COLLEGE FOOTBALL'S
NATIONAL CHAMPIONSHIP



VIRTUA RACING™



Coming August '94

SEGA™
GENESIS™

WORLD CHAMPIONSHIP
SOCCER II



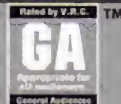
INSTRUCTION MANUAL

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SEGA™



WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing.

If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TVS

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Handling Your Sega Cartridge

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

For French instructions please call: Instructions en français, téléphoner au: 1-800-872-7342

SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

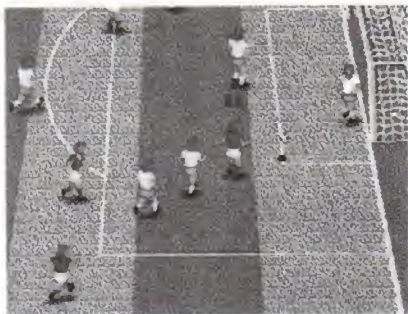
World Championship

Soccer II

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It's in the back of the net!

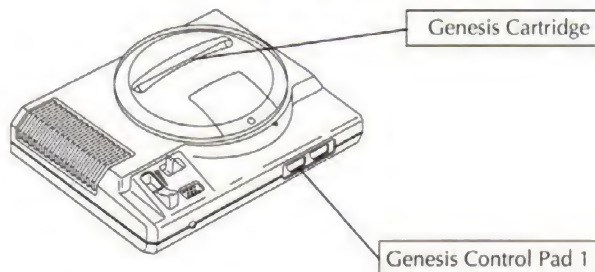


The most popular sport in the world is coming to the USA and Sega Sports brings you all the excitement of World Championship Soccer. Take the field with any of the 24 qualifiers for the 1994 World Championship or 8 of the closest qualifiers. A special bonus allows you to play any of 16 additional teams in the 1986 or 1990 World Championship.

Soccer is a game of intense skill. You hold in your hands the most realistic depiction of a soccer game yet available. Dramatic saves, thunderous 35-yard drives and stunning headers are just the beginning. Play with the Team Player adapter, head to head against the computer, or watch the system simulate what might happen.

Lead the USA through the nerve-racking round robin first round. Dominate in the single elimination rounds and head for the ultimate soccer showdown — The Final of the World Championship.

Starting Up



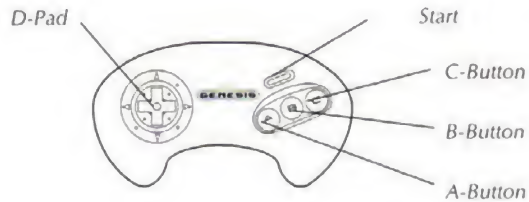
1. Set up your Genesis system. Make sure the power switch is turned OFF.

Important: Always turn the power switch OFF before inserting or removing the cartridge.

2. Plug a Sega controller into control port 1.
3. Insert the game cartridge into the cartridge slot, pressing it down **firmly**.
4. Turn the power switch ON. In a few moments, the Sega logo will appear, followed by the Title Screen.

Important: If you don't see the Sega screen, turn the power switch OFF. Check your Genesis setup, make sure the cartridge is firmly inserted in the console, and then turn the power switch ON again.

Take Control!



Pre-Game

Start Button:

- Selects the item highlighted or indicated by the arrow icon.

D (Directional) Pad:

- Moves the highlighter or arrow icon on the Game Select and Options Screens.

A, B and C-Buttons:

- Selects the item highlighted or indicated by the arrow icon.

Controlling The Action

Start Button:

- Pauses the game.
- When Start pauses the action, UP/DOWN scrolls through additional Options.

D (Directional) Pad:

- Controls the selected player.

A-Button:

- Makes selected player shoot toward goal, regardless of the direction he is facing.

B-Button:

- Makes selected player pass toward the nearest teammate in the direction the selected player is facing. If no teammate is in that direction, a medium strength pass will be made in the direction the selected player is facing.

C-Button:

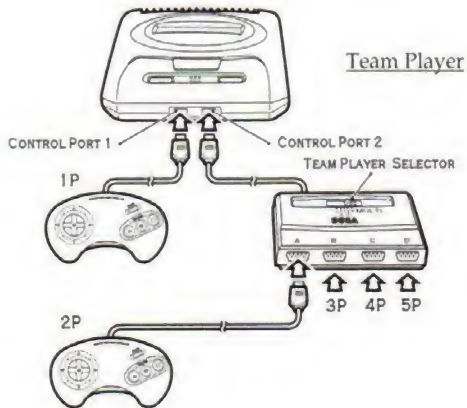
- Makes selected player kick the ball in the direction he is facing.

Note: The A, B and C-Buttons may be reassigned on the Options Screen.

Team Player



For three and four-player games, you need to hook up the Team Player, as shown in the diagram.



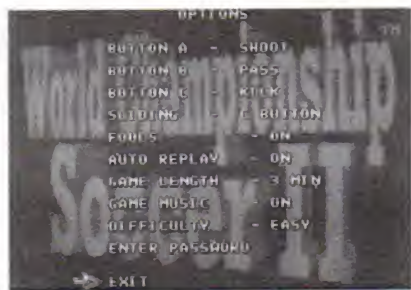
Game Select Screen



At the Game Select Screen, choose from the following games:

- **Exhibition Game** - Choose your favorite national soccer team and play against the computer or another player.
- **Challenge Game** - Defeat 16 progressively more difficult teams, one after another.
- **World Championship Game** - Play any game and any team from the 1994, 1990 or 1986 World Championship. Construct your own World Championship from 32 of the top teams in the world.

Options Screen



Select game options for all games.

A-Button	Shoot	Pass	Kick
B-Button	Pass	Shoot	Kick
C-Button	Kick	Shoot	Pass

- **Sliding** — Set the slide control as All Buttons, A-Button, B-Button, C-Button or OFF
- **Fouls** — turns fouls ON/OFF
- **Auto Replay** — turns automatic replay ON/OFF
- **Game Length** — choose from 3, 5, 7, 10 or 30-minute game lengths
- **Game Music** — turns the music during game play ON/OFF
- **Difficulty** — toggles between Normal, Hard or Easy
- **Enter Password** — returns to a previous Challenge Game or World Championship series

The Exhibition Game



If you select Exhibition from the initial menu, first press the D-Pad up or down to select the national soccer team that you wish to play for.

As the highlighter moves over each team, the country name and the national soccer uniform colors are displayed. Press any button once to choose the team. Then choose your opponent by similarly pressing any button.

Alternatively, sit back and watch a few games of computer versus computer. Once the two teams have been selected, move the highlighter down and select Play. Press any button to start the game.

Once the Exhibition game is completed, you will return to the Main Menu.

The Challenge Game



The Challenge Game allows you to learn as you play by presenting 16 different team challenges in an ascending order of difficulty.

The first few games, regardless of difficulty setting, are relatively easy, but you will need to learn the appropriate tactics of soccer to move past the middle teams.

If you select Challenge from the initial menu, first press the D-Pad left, right, up or down to select the national soccer team that you wish to play. As the highlighter moves over each team, the country name and the national soccer uniform colors are displayed. Press any button once to choose the team.

The Challenge Teams



At the beginning of each Challenge Match, you may access a password. This allows you to rejoin the action without starting over.

Depending on the team you choose, the 16 challenge rounds are as follows:

Round 1	Australia	Round 9	Cameroon
Round 2	South Korea	Round 10	Russia
Round 3	Morocco	Round 11	Spain
Round 4	Nigeria	Round 12	Colombia
Round 5	USA	Round 13	England
Round 6	Scotland	Round 14	Holland
Round 7	Mexico	Round 15	Brazil
Round 8	Sweden	Round 16	Germany

The World Championship Game



The Select Player Team Screen shows the 24 teams that have qualified for the 1994 World Championship. There are 8 additional teams that can be substituted (from 0-8 teams) for these teams. This is done via the Customize Option Screen.



To customize the 24 teams within the World Championship, move the arrow to the word Customize and press any button. By pushing the D-Pad, move the highlighter to any team you wish to exclude from playing in the 1994 World Championship. Press any button and a red cross will appear. The message 'Select 1 More Team' will be displayed. You may exclude up to 8 teams if you wish.

Next move the highlighter over one of the 8 originally excluded National Teams. Press any button to include the team in the 1994 Championship. On exiting the Customize Option Screen, the player returns to the Select Player Team Screen, where a team may now be selected.

To play a single team throughout the tournament, move the highlighter to the appropriate national flag and press any button. The type of control will change from Computer to Player. The default team formation is also shown at this time.



The World Championship Screen has 5 options. The first three - Championship '86, Championship '90 and Championship '94 - allow you to play the teams and schedule of the World Championships held in Mexico, Italy and the US respectively.

To play the correct 1986 schedule, exclude Cameroon, Republic of Ireland, Saudi Arabia, Sweden and Switzerland. Then include Denmark, England, France, Northern Ireland and Scotland.

To play the correct 1990 schedule, exclude Nigeria and Greece. Then include England and Scotland.



The Designer Championship allows you to place the 24 teams into any group set up. These can be based on any factor you wish, such as geographical location, team uniform color or even alphabetically.

The Designer Championship Screen allows you to move from group to group, adding or subtracting as you wish. Move the highlighter to the national flag of your choice and press to add the team to the group.

A flashing letter signifies that the team is in the group. To remove the team, just press on the national flag a second time.

Once the 6 groups are finalized, press OK and the World Championship will begin. The Designer Championship only takes place in the USA.

The Randomizing Option Screen allows the Championship teams to be shuffled into potentially more interesting groups. This is included as a short cut method for those who want a change in the game without having to use the Designer.

WORLD CHAMPIONSHIP							
GROUP A	P	GOALS	PTS	GROUP B	P	GOALS	PTS
HOLLAND	3	4	9	REP. IRELAND	2	2	6
NORWAY	3	6	6	ITALY	2	1	3
SWEDEN	3	1	3	KOREA	2	1	3
SWITZERLAND	3	1	3	SPAIN	2	1	3
GROUP C	P	GOALS	PTS	GROUP D	P	GOALS	PTS
GERMANY	2	4	6	COLOMBIA	2	3	6
BELGIUM	2	4	6	ARGENTINA	2	1	3
NIGERIA	2	4	6	SAUDI ARABIA	2	1	3
SOUTH KOREA	2	4	6	MOROCCO	2	1	3
GROUP E	P	GOALS	PTS	GROUP F	P	GOALS	PTS
BRAZIL	2	5	6	GAMERDON	2	4	6
BULGARIA	2	1	3	MEXICO	2	1	3
U.S.A.	2	1	3	RUSSIA	2	1	3
BOLIVIA	2	4	6	WALES	2	2	6

GERMANY US. BELGIUM
 OK OUT

Each World Championship is split into a number of rounds. In the first round, the 24 teams are divided into 6 groups of 4 teams. Each team plays all the others in their own group, playing a total of 3 games. In 1994 3 points are awarded for a win, 1 point for a draw and 0 points for a loss. Whether you win or lose is unimportant, only the total number of points collected in the 3 games. Teams with the same number of points in the standings use a stat called Goal Difference (Goals Scored - Goals Allowed) to decide these ties in the standings. All World Championships prior to 1994 award 2 points for a victory.



Each game in the World Championship is available to be played by you. Click on OK to start the World Championship. The first game will now be listed. Press any button again and the appropriate host country (Mexico - 86, Italy - 90, USA - 94) appears with the location and date of the first game. If both teams are listed as being controlled by the CPU, you may allow the computer to play the game instantly, by clicking on Play. However you may also use the D-Pad to move up to CPU and toggle it to the word Player allowing you to play that team in the game. In this way any of the World Championship Games can be played.

If one of the teams is human controlled, then pressing Play will take you into the soccer game play itself. However if both are CPU controlled, then the game returns to the World Championship Standings Screen and displays the result and new table standings. Repeat the process until Stage 1 is completed.

If you have selected a team at the Select Player Team Menu, the team will automatically be set to Player control rather than CPU. At the completion of Stage 1, the two top teams in each group, plus the 4 best 3rd place teams, advance to the next round. Now the Tournament becomes a single elimination affair with all games played to a conclusion, by penalty shoot-out if necessary. As before, you may take control of any game you wish.

Note: To quit at any point outside of an actual game, select the password option and either get the new password or quit the Championship.

Formation Screen



Prior to the start of each game, the Formation Screen allows you to either play the default formation of the team, or to switch to another formation. Formations may also be changed from the pause menu within the game.

4-4-2 — A solid formation that has a tendency to play too square.

5-4-1 — A twist on the sweeper formation, this allows more control of midfield.

4-5-1 — Yet another formation emphasizing midfield control.

5-3-2 — The classic sweeper formation. Perfect for defense.

3-5-2 — Total emphasis on midfield control highlights this formation. Used by the top teams.

4-3-3 — Good against weak teams, but better teams will dominate it.

Attack - Usually not a good idea as a base formation, but can be used for good effect in spot situations.

Defend - Try and win with this formation while playing one of the lesser teams.

Playing The Game

The Kickoff

A kickoff takes place at the beginning of each half. According to the rules of the game the ball must travel forward. For the sake of game play we allow the ball to be passed sideways along the midfield line to simulate the slight nudge forward used by the pros today.

Player Control

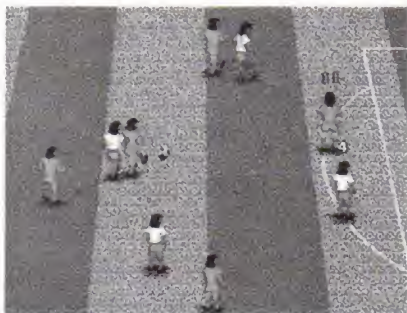
In World Championship Soccer II you control one player specifically and influence the play of a second player. The player under your control has a colored number above his head representing his usual position on the field. Player control automatically changes to put you closer to the ball. The player with the number above his head is obvious, but you also have some control over the player who is closing toward the attacker. Pressing the slide button at the correct time will cause the closing player to execute a perfect defensive slide.

Running

The D-Pad controls the running of the player whom you control. Ball control is automatic (although it can be lost if sharp turns are made). When on defense, your defender can intercept the ball both in the open and in a tackle.

Passing

There are 3 forms of passing in World Championship Soccer II. The most obvious is the Passing mode. The selected player will pass toward the nearest teammate in the direction the selected player is facing. If no teammate is in that direction, a medium strength pass will be made in the direction the selected player is facing. The default setting for this is the B-Button.



The second form of passing uses the Kick button. The selected player will kick the ball in the direction he is facing. This strategy is perfect for splitting the defense and 'leading' your intended receiver with a ball played into him while in full stride.

Finally the Shoot button can be used as a quick means of passing the ball upfield. Here the selected player will shoot toward goal, regardless of the direction he is facing. While useful in Easy mode, reliance on this latter tactic will cause defeat in Normal and Hard modes.

Heading The Ball

The ball can be headed when the ball is in the air. Press the A-Button to attempt to make contact and deflect the ball in the direction of the D-Pad.

Making A Slide Tackle

While playing defense, a slide tackle can be made by pressing the designated button (C-Button is the default) and pressing the D-Pad in the appropriate direction. Any player sliding is effectively taken out of the flow of play for a couple of seconds and therefore this defensive technique should be used accordingly.

The Goalkeeper

World Championship Soccer II has automatic goalkeepers for the save and reaction part of their game. The player is in control when the ball is in the goalkeepers hands or he is about to take a goal kick.

The Corner Kick

A corner kick is awarded when one team kicks the ball out of play over the endlines. The usual kicking assignments are followed.

The Throw In

A throw in is awarded when one team kicks the ball out of play over the sidelines.

A-Button:

The selected player throwing the ball into play will throw toward goal, regardless of the direction he is facing.

B-Button:

The selected player throwing the ball into play will throw toward the nearest teammate in the direction the selected player is facing. If no teammate is in that direction, a medium strength throw will be made in the direction the selected player is facing.

C-Button:

The selected player throwing the ball into play will throw the ball in the direction he is facing.



The Foul (Red Cards and Yellow Cards)

A foul is committed when a player tackles the opposing player first rather than the ball first. A particularly nasty foul can result in a Yellow Card being given to the tackling player involved. A free kick is awarded for this infraction. A vicious foul can result in the issuance of a Red Card and the offending player is sent off the field, causing his team to play with one less man. A player receiving two Yellow Cards in the same game also is sent off the field.

The Free Kick

When a foul is ruled by the referee, a free kick is awarded. The team whose player was fouled gets to restart play from the point of the infraction and the opposing team must remain 10 yards away until the ball is kicked. If the free kick is awarded close to the Penalty Area (and goal mouth) the defense will automatically set a protective wall of players to defend their goal.

The Penalty

A Penalty is awarded when a foul is committed in the Penalty Area. This is a kick from within the Penalty Area (from the Penalty Spot). Use the style of kick (shot on goal, pass or kick) that you think gives you the most chance of scoring. No other player, except the Goalkeeper is allowed into the Penalty Area until a shot has been taken.

Extra Time

If the game ends in a tie, you'll play two extra ten-minute periods. If the game is still tied, the outcome will be decided by each team taking five penalty kicks. The team that makes the most penalty kicks wins!



The Pause Screen

During a game it is possible to see an Instant Replay of the most recent game action or change the team formation. When Start is pressed to pause the action, pressing the D-Pad UP/DOWN scrolls through additional Options. During Instant Replay pressing the A, B or C-Button returns the action to the game.

Credits

Developer:	The Mystery Chefs
Producer:	Wallace Poulter
Executive Producer:	Wayne Townsend
Designer:	Wallace Poulter & The Mystery Chefs
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Assistant Lead:	Tim Spengler
Testers:	Todd Morgan, Lance Nelson, Harry Chavez, Jeff Junio, Joanna Pataki, Richard Wong, Greg Becksted, Randy Hauser, Gregg Watkins, Rich Gangwish, Alex Villagram, Rey Alferez, Steve Bourdet, Janine Cook, Mike Williams, Richie Hideshima, Siegie Stangenberg, Brian Dawson, Dan Caraballo, Ryan McLaughlin, Chris Pepper, Greg Vogt, Simon Lu, Kevin Seiter, Dave Perkinson, John Jansen, Terry Thomas
Marketing:	Doug Rebert, Kelly Ryan
Manual:	Kerre Mauer, Kelly Ryan, Gerald De Young, Wallace Poulter
Sega Sports:	Mike Meischeid, Chris Smith, Scott Rohde, Gerald DeYoung, Chris Cutliff, Rosie Freeman
Special Thanks:	Joe Miller, Stewart Kosoy, Mike Latham, Dave Albert, Marilyn Churchill, Brian Ransom, Ernie Chan, Marty Franz, Steve Patterson, Sue McMillan, Leslie Oyoumick, Jennifer Judd, Anita Deguzman, Deanna Balistreri, Lisa Alferez, Mike Brogan, Tony Takoushi, Peter Jones, Judie Nybo, Clare Carey, Dave Butterworth, Max Taylor, Jerry Markota, Sally Perlman, Willie Mancero, Jim Huether, John Couch, Unni Pillai, Dax Jacobson, Katie Weathers



TEAM PLAYER™

Get Serious About Your Sports!

World Championship Soccer II™ & Team Player™ let 4 people play at the same time!

To play World Championship Soccer II with up to 3 of your friends, you'll need Sega's™ new multi-player adaptor, Team Player, for the Genesis. You can pair up with a buddy and challenge two more friends in intense two on two soccer action.

No other multi-player adaptor works with World Championship Soccer II. Use Team Player with NBA Action '94, Wimbledon Championship Tennis and many other exciting Genesis games. Look for this logo to ensure Team Player compatibility.



Please note that not all 4 player games for the Genesis are compatible with Team Player by Sega.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at: **1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at: **1-800-872-7342**

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.